The Riddle of Steel – **Missile Combat Walkthrough**

A. Ready the Shot

- **Use the preparation time as indicated in the weapon listings**
- **Missile rounds are identical to melee rounds (a variable 1-2 seconds)**
- **Preparation time may be reduced through a successful Reflex test as indicated in the weapon listings**
  - The dice used to pay the cost for this test are deducted from the first Missile Pool (MP) refresh
  - On a success, the preparation time is reduced by one round (to a minimum of 1 round)
  - Only one attempt to reduce the preparation time can be made with each missile
- **Once the preparation has been completed, go to Step B**

B. Proficiency Refresh

- **The missile user gains his proficiency in dice into the Missile Pool**
- **Go to Step 1**

C. Aim Refresh

- **If the missile user delayed firing in the previous round (Step 1), he adds a number of dice equal to his Aim attribute to his Missile Pool**
  - The maximum size of the Missile Pool is Proficiency + Aim

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1. Missile User Declares Intent

- **At the start of the next round when initiative is determined (either by throwing red/white dice or because one melee combatant has won initiative in a previous round), the missile user also throws an initiative die**
  - Red: indicates an intent to fire the missile in the next exchange
  - White: indicates an intent to fire the missile in the second exchange, or not at all this round
  - The missile user may also choose to simply announce his intent rather than throw a die (especially if his initiative is not directly opposed by another combatant)
- **If the missile user does not release this round, proceed to step C at the beginning of the next round**

2. Adjust for Range

- **The missile user adjusts his Missile Pool to account for range modifiers**
  - Check the weapon listing for weapon range
    - Weapon ranges are shown as: Point Blank / Short / Medium / Long / Extreme
  - Adjust the missile pool as defined in the table below
    - Point blank range provides a bonus which can take the Missile Pool above its usual maximum
    - If the penalty reduces the Missile Pool below zero, the missile user may not take the shot
- **The missile user may set aside dice from his Missile Pool to modify the final result on the hit location table (as determined in Step 6)**
  - This represents the missile user focusing his aim on a specific location
  - The maximum number of dice which may be set aside is equal to the missile user's Aim attribute
  - The number of dice needed is adjusted by range (see table below)

Adjustments for Range		
Range	***Range Modifier*** *(Adjusts the MP)*	***Hit Location Modifier*** *(Spent from the MP)*
Point Blank	+1 die	1 die = +/-1 on the hit location chart
Short Range	--	1 die = +/-1 on the hit location chart
Medium Range	-1 die	2 dice = +/-1 on the hit location chart
Long Range	-3 dice	2 dice = +/-1 on the hit location chart
Extreme Range	-5 dice	3 dice = +/-1 on the hit location chart
Beyond Extreme Range	No hit possible, or at GM's discretion	--

3. Adjust for Situation

- **The missile user adjusts his Missile Pool to account for situational modifiers (as determined by the GM)**

Situations	*Modifier*
Target is moving directly towards shooter	-1 die
Target is moving away from, or laterally to shooter	-2 dice
Target is moving erratically	-3 dice
Attacker is moving	-1 die
Attacker is moving fast and/or erratically (e.g. on a horse)	-2 dice
Dim lighting	-1 dice
Twilight or shooting into sun or other bright light	-2 dice
Shooting at night or other similar darkness	-3 dice
Poor Weather	-1 to -3 dice

4. Defender Declares Intent

- **The defender declares his maneuvers and pays any relevant activation costs**
  - The defender may only oppose the attack if they are aware of the missile user
- **If the defender is engaged in combat with the missile user or another combatant, the incoming missile is treated simply as another attack**
  - The defender may split his dice between attacks and defenses as appropriate
- **The missile attack may be blocked or evaded (but not parried)**
  - The GM will set the TN for any Evasion based on the environment and situation (see table below)
- **If the defender is not engaged in combat, his Reflex is used a dice pool for blocking or evading missile fire**

Example Environments	*Evade TN*
On a wide plain with ditches to jump in or trees to hide behind	4
More restrictive conditions, such as among other combatants or with limited opportunities for cover	7
No room to maneuver, such as in a narrow corridor	9

5. Shoot

- **Both combatants roll simultaneously**
  - The missile user counts successes based on the ATN of his missile weapon
  - The defender counts successes based on the DTN of his defense maneuver
    - Block: Shield DTN
    - Dodge: Evade DTN's as shown in table above (or as set by the GM)
- **If the missile user has at least one margin of success over the defender, the attack succeeds**
  - Go to step 6 – Determine Hit Location
- **If the defender has at least one margin of success over the attacker, the defense succeeds**
  - If the missile user chooses to ready another shot, go to Step A
- **If the combatants tie, the attack was not successful**

6. Determine Hit Location

- **Roll 2d6 on the following chart to determine the zone struck**
  - The missile user may modify the result of this roll if any dice were spent on hit location adjustments during Step 2

Roll	*Location*
2	Head (Zone 13)
3	Arm (Zone 14 – choose which arm randomly)
4	Arm (Zone 14 – choose which arm randomly)
5	Torso (Zone 12)
6	Torso (Zone 12)
7	Torso (Zone 11)
8	Torso (Zone 10)
9	Torso (Zone 10)
10	Upper Legs (Zone 9 – choose which leg randomly)
11	Upper Legs (Zone 9 – choose which leg randomly)
12	Lower Legs (Zone 8 – choose which leg randomly)

7. Resolve Damage

- **Calculate damage as normal (refer to the Melee Combat Walkthrough), with one exception:**
  - Calculate the strength bonus using the missile weapon's *Effective* STR
    - For missile weapons (bows and crossbows), the *Effective* strength is shown in the weapon listing; this is the maximum STR factored into this attack (and the minimum necessary to operate the weapon)
    - For thrown weapons, the attacker's strength is not modified